

DUNGEONS & DRAGONS® STRANGER THINGS



CHARACTER NAME

Wizard 3

CLASS & LEVEL

Half-Elf

RACE

Acolyte

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

900

EXPERIENCE POINTS

STRENGTH -1 8	INSPIRATION
DEXTERITY +2 14	+2 PROFICIENCY BONUS
CONSTITUTION +2 14	<ul style="list-style-type: none"> <input type="radio"/> -1 Strength <input type="radio"/> +2 Dexterity <input type="radio"/> +2 Constitution <input checked="" type="radio"/> +5 Intelligence <input checked="" type="radio"/> +3 Wisdom <input type="radio"/> +1 Charisma SAVING THROWS
INTELLIGENCE +3 16	<ul style="list-style-type: none"> <input type="radio"/> +2 Acrobatics (Dex) <input type="radio"/> +1 Animal Handling (Wis) <input checked="" type="radio"/> +5 Arcana (Int) <input type="radio"/> -1 Athletics (Str) <input type="radio"/> +1 Deception (Cha) <input type="radio"/> +3 History (Int) <input checked="" type="radio"/> +3 Insight (Wis) <input type="radio"/> +1 Intimidation (Cha) <input checked="" type="radio"/> +5 Investigation (Int) <input type="radio"/> +3 Medicine (Wis) <input type="radio"/> +3 Nature (Int) <input type="radio"/> +1 Perception (Wis) <input type="radio"/> +1 Performance (Cha) <input type="radio"/> +1 Persuasion (Cha) <input checked="" type="radio"/> +5 Religion (Int) <input type="radio"/> +2 Sleight of Hand (Dex) <input type="radio"/> +2 Stealth (Dex) <input checked="" type="radio"/> +3 Survival (Wis)
WISDOM +1 12	*See your equipment. SKILLS

CHARISMA +1 12	<ul style="list-style-type: none"> <input type="radio"/> +2 Passive Wisdom (Perception) <input type="radio"/> +1 Proficiencies <input type="radio"/> +1 Languages <input type="radio"/> +1 Other Proficiencies & Languages
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ARMOR CLASS 12	INITIATIVE +2	SPEED 30 ft.												
Hit Point Maximum 20														
CURRENT HIT POINTS														
TEMPORARY HIT POINTS														
Total 3d6	SUCCESES	FAILURES												
HIT DICE	DEATH SAVES													
<table border="1"> <thead> <tr> <th>NAME</th> <th>ATK BONUS</th> <th>DAMAGE/TYPE</th> </tr> </thead> <tbody> <tr> <td>Dagger</td> <td>+4</td> <td>1d4 + 2 piercing</td> </tr> <tr> <td>Ray of Frost</td> <td>+5</td> <td>1d8 cold</td> </tr> <tr> <td>Shocking Grasp</td> <td>+5</td> <td>1d8 lightning</td> </tr> </tbody> </table>			NAME	ATK BONUS	DAMAGE/TYPE	Dagger	+4	1d4 + 2 piercing	Ray of Frost	+5	1d8 cold	Shocking Grasp	+5	1d8 lightning
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Dagger	+4	1d4 + 2 piercing												
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<p>Cantrips. You know mage hand, ray of frost, and shocking grasp, and can cast them at will.</p> <p>Spell Slots. You have four 1st-level spell slots and two 2nd-level spell slots you can use to cast your prepared spells.</p> <p>Prepared Spells. You prepare four 1st-level spells and two 2nd-level spells to make them available for you to cast, choosing from the spells in your spellbook.</p> <p>Spellbook. You have a spellbook containing these spells: 1st-level—burning hands, detect magic, mage armor, magic missile, shield, sleep, thunderwave; 2nd-level—flaming sphere, misty step. Descriptions are in the rulebook.</p>														
ATTACKS & SPELLCASTING														

CP	- Dagger
SP	- Crystal
EP	- Backpack
GP	- Bedroll
PP	- Traveler's Clothes
	- Component Pouch
	- Mess Kit
	- Rations (1 day) (10)
	- Hempen Rope (50 feet)
	- Spellbook
	- Tinderbox
	- Torch (10)
	- Waterskin
	- Holy Symbol
	- Prayer Book
	- Incense Sticks (5)
	- Vestments
	- Common Clothes

OTHER PROFICIENCIES & LANGUAGES

EQUIPMENT

PERSONALITY TRAITS
IDEALS
BONDS
FLAWS

Half-Elf

Walking in two worlds but truly belonging to neither, half-elves combine what some say are the best qualities of their elf and human parents: human curiosity, inventiveness, and ambition tempered by the refined senses, love of nature, and artistic tastes of the elves. Some half-elves live among humans, set apart by their emotional and physical differences, watching friends and loved ones age while time barely touches them. Others live with the elves, growing restless as they reach adulthood in the timeless elven realms, while their peers continue to live as children. Many half-elves, unable to fit into either society, choose lives of solitary wandering or join with other misfits and outcasts in the adventuring life.

Wizard

Wizards are supreme magic-users. Drawing on the subtle weave of magic that permeates the cosmos, they cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control. The mightiest wizards learn to conjure elementals from other planes of existence, glimpse the future, or turn slain foes into zombies.

Background

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world. But you are not a cleric.

Work with your DM to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

Shelter of the Faithful. As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith. Those who share your religion will support you (but only you) at a modest lifestyle.

Gaining Levels

As you adventure and overcome challenges, you gain experience points (XP), as explained in the rulebook.

With each level you gain, you gain one additional Hit Die and add $1d6$ (or 4) + 2 to your hit point maximum.

You gain access to more spells as you gain levels. You can prepare a number of spells equal to your level + your Intelligence modifier, as shown in the Spellcasting Advancement table. You also gain more spell slots

SPELLCASTING ADVANCEMENT

—Spell Slots per Spell Level—

Level	Prepared Spells	1st	2nd	3rd
3rd	6	4	2	—
4th	8	4	3	—
5th	9	4	3	2

ADDING TO YOUR SPELLBOOK

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook, chosen from the wizard spell list in the rulebook. Each of these spells must be of a level for which you have spell slots. On your adventures, you might also find scrolls or books containing other spells you can add to your spellbook.

Copying a Spell into the Book. When you find a wizard spell, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

For each level of the spell, the process takes 2 hours and requires 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

4TH LEVEL: 2,700 XP

Spells. You learn one more wizard cantrip of your choice. In addition, you gain one 2nd-level spell slot.

Ability Score Improvement. Your Intelligence increases to 18, which has the following effects:

- Your Intelligence modifier becomes +4.
- Your spell saving throw DC increases by 1.
- Your bonus for your spell attacks increases to +6.
- Your modifier to Intelligence saving throws increases by 1.
- Your modifier to Intelligence-based skills increases by 1.

5TH LEVEL: 6,500 XP

Spells. You can prepare and cast 3rd-level spells and you gain two 3rd-level spell slots.

Proficiency Bonus. Your proficiency bonus increases to +3, which has the following effects:

- Your attack bonus increases by 1 for your spell attacks and for weapons you're proficient with.
- Your spell saving throw DC increases by 1.
- Your modifier for saving throws and skills you're proficient in (indicated by a ●) increases by 1.